



MLB[®] 10 THE SHOW[™]



Joe Mauer
2009 American League[™]
MVP

For safe use of this product, carefully read the following section of this manual and the Precautions section of the instruction manual supplied with the PSP® (PlayStation®Portable) system before use. Retain both this software manual and the instruction manual for future reference.

⚠ WARNING: PHOTSENSITIVITY/EPILEPSY/SEIZURES

A very small percentage of individuals may experience epileptic seizures or blackouts when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a screen or when playing video games may trigger epileptic seizures or blackouts in these individuals. These conditions may trigger previously undetected epileptic symptoms or seizures in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition or has had seizures of any kind, consult your physician before playing. IMMEDIATELY DISCONTINUE use and consult your physician before resuming gameplay if you or your child experience any of the following health problems or symptoms:

- dizziness
- altered vision
- eye or muscle twitches
- loss of awareness
- disorientation
- seizures
- any involuntary movement or convulsion

RESUME GAMEPLAY ONLY ON APPROVAL OF YOUR PHYSICIAN.

Use and handling of video games to reduce the likelihood of a seizure

- Use in a well-lit area and keep a safe distance from the screen.
- Avoid prolonged use of the PSP® system. Take a 15-minute break during each hour of play.
- Avoid playing when you are tired or need sleep.

Stop using the system immediately if you experience any of the following symptoms: lightheadedness, nausea, or a sensation similar to motion sickness; discomfort or pain in the eyes, ears, hands, arms, or any other part of the body. If the condition persists, consult a doctor.

Do not use while driving or walking. Do not use in airplanes or medical facilities where use is prohibited or restricted. Set the PSP® system's wireless network feature to off when using the PSP® system on trains or in other crowded locations. If used near persons with pacemakers, the signal from the PSP® system's wireless network feature could interfere with the proper operation of the pacemaker.

Use and handling of UMD®

• This disc is PSP® (PlayStation®Portable) format software and is intended for use with the PSP® system only. If the disc is used with other devices, damage to the disc or to the device may result. • This disc is compatible for use with the PSP® system marked with FOR SALE AND USE IN U.S. AND CANADA ONLY. • Depending on the software, a Memory Stick Duo™ or Memory Stick PRO Duo™ (both sold separately) may be required. Refer to the software manual for full details. • If paused images are displayed on the screen for an extended period of time, a faint image may be left permanently on the screen. • Do not leave the disc in direct sunlight, near a heat source, in a car or other places subject to high heat and humidity. • Do not touch the opening on the rear of the disc (recording surface of the disc; see drawing). Also, do not allow dust, sand, foreign objects or other types of dirt to get on the disc. • Do not block the opening with paper or tape. Also, do not write on the disc. • If the opening area does get dirty, wipe gently with a soft cloth. • To clean the disc, wipe the exterior surface gently with a soft cloth. • Do not use solvents such as benzine, commercially-available cleaners not intended for CDs, or anti-static spray intended for vinyl LPs as these may damage the disc. • Do not use cracked or deformed discs or discs that have been repaired with adhesives as these may cause console damage or malfunction. • SCE will not be held liable for damage resulting from the misuse of discs.



Ejecting the disc

Press the right side of the disc until it is in the position shown in the drawing and then remove it. If excess force is applied this may result in damage to the disc.



Storing the disc

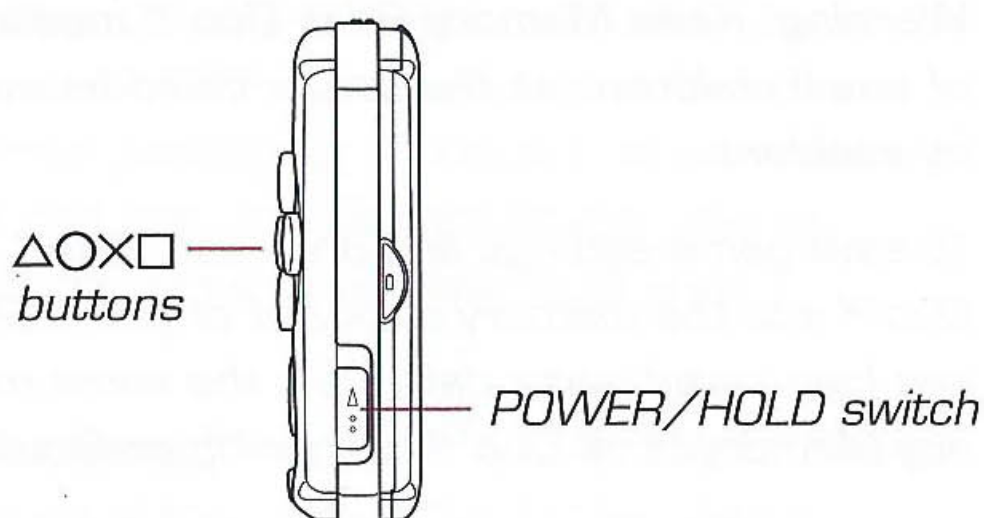
Insert the bottom side of the disc and then press on the top side until it clicks into place. If the disc is not stored properly, this may result in damage to the disc. Store the disc in its case when not in use and keep in a place out of the reach of children. If the disc is left out this may result in warping or other damage to the disc.

Consumer Service/Technical Support Line 1-800-345-7669

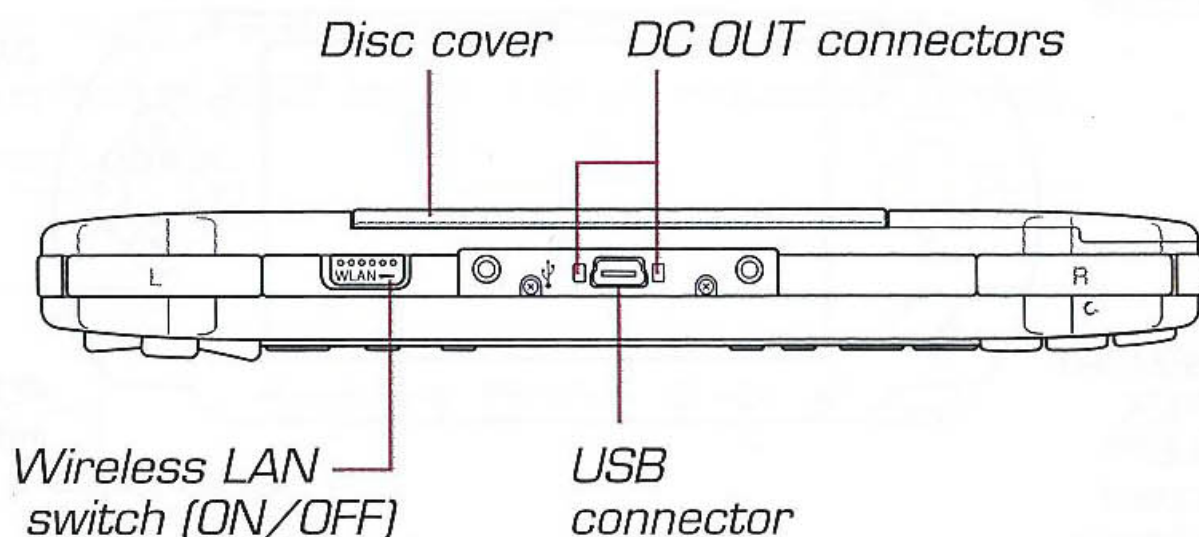
Call this number for technical support, installation or general questions regarding the PSP® system and its peripherals. Representatives are available Monday – Saturday 6AM – 8PM and Sunday 7AM – 6:30PM Pacific Standard Time.

GETTING STARTED

Right side view



Front view



Set up your PSP® (PlayStation®Portable) system according to the instructions in the manual supplied with the system. Turn the system on. The power indicator lights up in green and the home menu is displayed. Press the OPEN latch to open the disc cover. INSERT **MLB® 10 The Show™** disc with the label facing away from the system, slide until fully inserted and close the disc cover. From the PSP® system's home menu, select the Game icon and then the UMD icon. A thumbnail for the software is displayed. Select the thumbnail and press the **×** button of the PSP® system to start the software. Follow the on-screen instructions and refer to this manual for information on using the software.

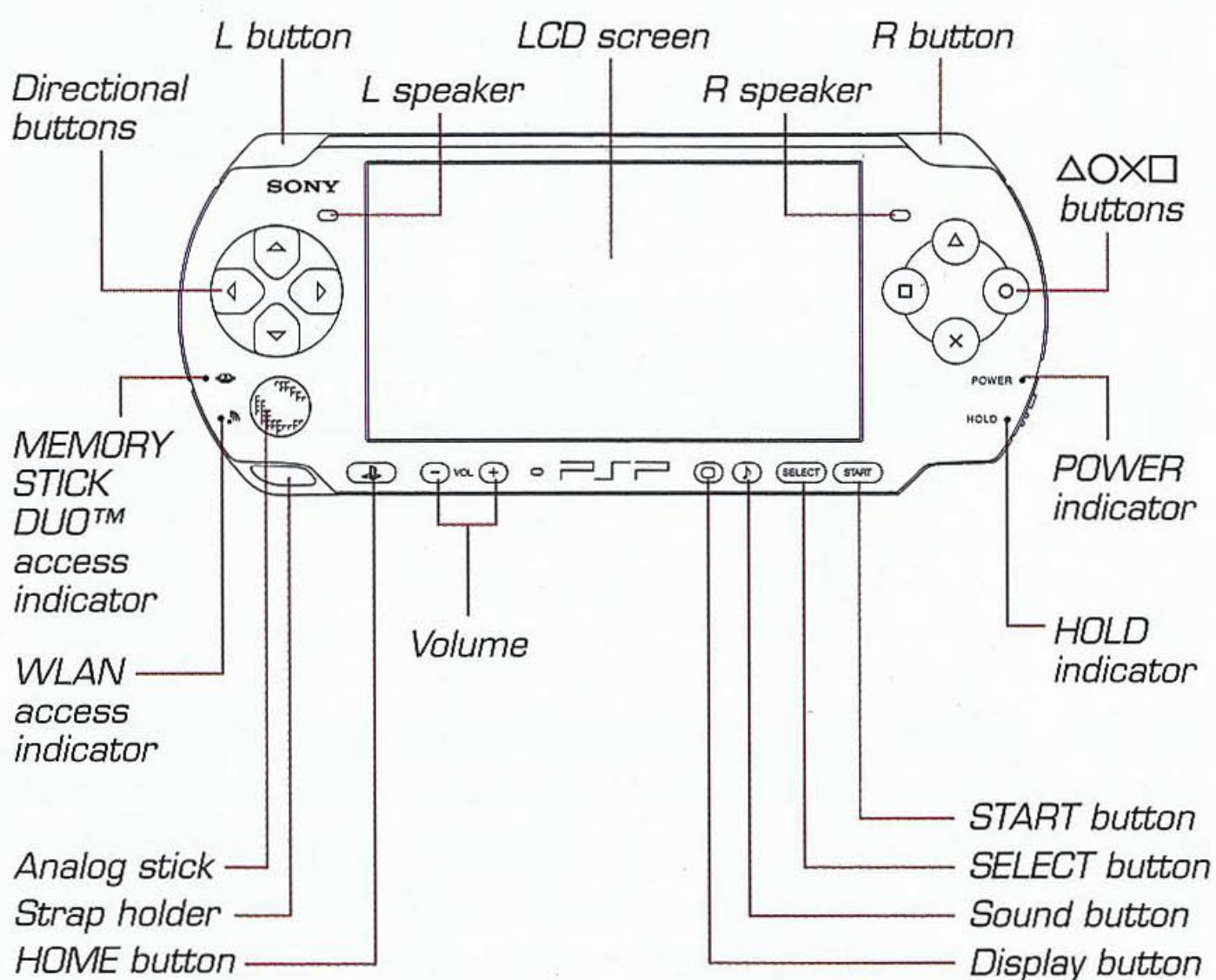
Notice: Do not eject a UMD® while it is playing.



MEMORY STICK DUO™

Warning! Keep Memory Stick Duo™ media out of reach of small children, as the media could be swallowed by accident.

To save game settings and progress, insert a Memory Stick Duo™ into the memory stick slot of your PSP® system. You can load saved game data from the same memory stick or any Memory Stick Duo™ containing previously saved games.





WIRELESS (WLAN) FEATURES

Software titles that support Wi-Fi functionality allow you to communicate with other PSP® systems, download data and compete against other players via connection to a wireless local area network (WLAN). You can adjust the network settings to allow connection to a wireless local area network (WLAN).

Note: MLB® 10 The Show™ supports Ad Hoc mode. Please see the Online section of this manual for further details.

Ad Hoc Mode

Ad Hoc mode is a wireless feature that allows two or more individual PSP® systems to communicate directly with each other.

CONTROLS



Pitching

The more a player works on a pitch type, the better it becomes. Consequently, the more a player neglects a pitch type, the harder it is to work the strike zone.

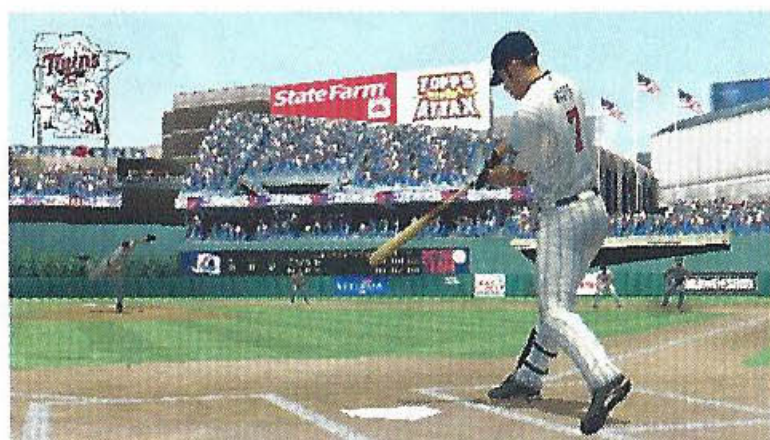
Pitch Type 1	⊗
Pitch Type 2	⊙
Pitch Type 3	△
Pitch Type 4	□
Pitch Out.....	L + ⊗
Intentional Walk.....	L + ⊙
Pitcher/Batter Status Window.....	SELECT
Pan Back Cam to 2nd	analog stick ↓ or directional button ↓

Note: Catchers will call for specific pitches based on the pitcher's strengths and weaknesses. It's up to you to trust the catcher or shake him off.

Pitching After Set

(after pitch selection)

Pickoff to 1st base.....	⊙
Pickoff to 2nd base	△
Pickoff to 3rd base	□
Pitch Ball.....	⊗
Position ball in strike zone	analog stick
Step off Rubber.....	R



Batting

Swing Direction in zone analog stick

Swing ⊗

Power Swing

[in all modes except Rookie] ◻

Check Swing (press and release) ⊗

Sacrifice Bunt (press early) ⊙

Drag Bunt (press late) ⊙

Pitch History and Guess Pitch R

Pitcher/Batter Status Menu SELECT

Guess Pitch Type R + pitch icon

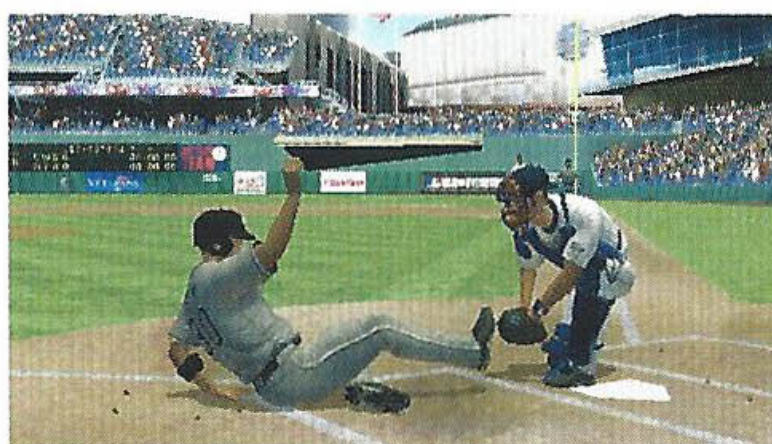
Guess Pitch Location R + analog stick

Influence Fly Ball △ + analog stick ↑

Influence Ground Ball △ + analog stick ↓

Influence Ball to 1st △ + analog stick →

Influence Ball to 3rd △ + analog stick ←



Baserunning

Note: In the table below, the term “base icon” refers to the (1st base), (2nd base), (3rd base), (Home) buttons on your controller.

New Baserunning Controls

(Before Pitch)

Target Baserunner.....	analog stick
All runners steal (auto steal)	
Steal individual base (2nd, 3rd, or Home).....	+ analog stick
Lead off all runners.....	directional button
Return all runners	directional button
Lead off individual runner.....	analog stick +
Lead back individual runner.....	analog stick +

New Baserunning Controls

(After Pitch)

Target Baserunner.....	analog stick
All runners steal (auto steal)	
Steal individual base (2nd, 3rd, or Home).....	analog stick + base icon
Return all runners	
Return Individual	analog stick + base icon
Stop Runner	+

Classic Baserunning

(Before Pitch)

- Steal All **L**
- Steal Individual base icon + **L**
- Lead off all runners directional button ←
- Return all runners directional button →
- Lead off individual runner directional button ←
+ base icon
- Lead back individual runner directional button →
+ base icon

Classic Baserunning

(After Pitch)

- Advance all runners **L**
- Return all runners **R**
- Advance individual runner directional buttons
+ base icon
- Return individual runner directional buttons
+ base icon
- Stop runner **R** + **L**

Classic Baserunning

(Advance Multiple Bases)

- First to Second Ⓞ + directional
button ↑
- First to Third Ⓞ + directional
button ←
- First to Home Ⓞ + directional
button ↓

Second to Third.....  + directional
button ←

Second to Home.....  + directional
button ↓

Third to Home  + directional
button ↓

Sliding

Head first slide..... analog stick ↑
into any base

Collision with Catcher
(in position) analog stick ↓

Run past home plate
(not in position) analog stick ↓

Break up double play..... analog stick ↓

Baserunning (Road to the Show-Specific)

Before the Pitch

Step Off  (tap)

Steal analog stick
(toward next base)

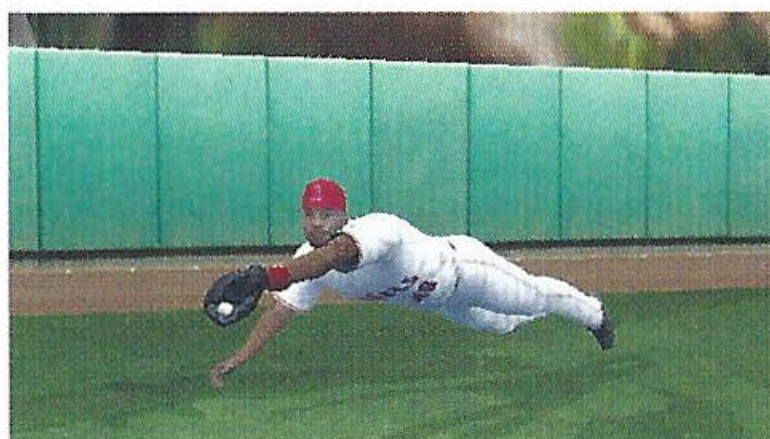
Step Back/Dive Back
(if throw is coming) analog stick
(toward previous base)

After the Pitch

Advance..... analog stick
(toward next base)

Retreat analog stick
(toward previous base)

Stop..... analog stick (release)



Fielding

Fielder without Ball

Player movement analog stick or directional buttons

Switch to closest player **L**

Jump **R** or analog stick ↑

Dive **R** or analog stick ↓

Fielder with Ball

Player movement analog stick or directional buttons

Throw to 1st base **○**

Throw to 2nd base **△**

Throw to 3rd base **□**

Throw to Home **×**

Throw to cutoff man **L**

Dive with ball **R**



Fielder with Ball

(Road to the Show)

Player movement *directional buttons
or analog stick*

Throw to 1st base 

Throw to 2nd base 

Throw to 3rd base 

Throw to Home 

Throw to cutoff man 

Note: Press  at any time during the game to pause and bring up the Pause Menu.

MAIN MENU



Once the game loads up, you are able to select from the following choices:

Game Modes

Choose from Exhibition, Manager Mode, Road to the Show, Season, and **Home Run Derby®**.

Quick Play

A quick game between two teams. The default is the 2009 **World Series®** Matchup (**New York Yankees™** vs. **Philadelphia Phillies™**), but you can change teams just like an Exhibition game.

Online

Grab some friends and compete in ad-hoc mode.

Features

Create Player, Profiles, view game tips, move players to other teams, adjust rosters, and edit players.

Options

Adjust Gameplay, Audio, My Sliders, Jukebox, and view Credits.

Load Game In Progress

Continue a previously saved game in progress.

LIMITED WARRANTY

Sony Computer Entertainment America (SCEA) warrants to the original purchaser of this SCEA product that this software is free from defects in material and workmanship for a period of ninety (90) days from the original date of purchase. SCEA agrees for a period of ninety (90) days to either repair or replace, at its option, the SCEA product. You must call 1-800-345-7669 to receive instructions to obtain repair/replacement services.

This warranty shall not be applicable and shall be void if the defect in the SCEA product has arisen through abuse, unreasonable use, mistreatment or neglect. THIS WARRANTY IS IN LIEU OF ALL OTHER WARRANTIES AND NO OTHER REPRESENTATIONS OR CLAIMS OF ANY NATURE SHALL BE BINDING ON OR OBLIGATE SCEA. ANY IMPLIED WARRANTIES APPLICABLE TO THIS SOFTWARE PRODUCT, INCLUDING WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE, ARE LIMITED TO THE NINETY (90) DAY PERIOD DESCRIBED ABOVE. IN NO EVENT WILL SCEA BE LIABLE FOR INCIDENTAL OR CONSEQUENTIAL DAMAGES RESULTING FROM POSSESSION, USE OR MALFUNCTION OF THE SCEA SOFTWARE PRODUCT.

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Updating the PSP® (PlayStation®Portable) system

Updating the PSP® system software

This UMD® includes the latest update data for the PSP® system. If a screen prompting you to update the system software is displayed when you start the UMD®, you must perform an update to start the software title contained on the UMD®.

Performing the update

When you insert the UMD®, an icon (as shown on the right) is displayed under **[Game]** in the home menu. Select the icon, and then follow the on-screen instructions to perform the update.

Before starting the update:

- Fully charge the PSP® system battery.
- Connect the AC adaptor to the system and plug it into an electrical outlet.

During an update:

- Do not remove the AC adaptor, turn off the system or remove the UMD®.

If an update is canceled before completion, the system software may become damaged, and the system may require servicing to repair or exchange.

Checking that the update was successful

After the update has been completed, select **[System Settings]** under **[Settings]** from the home menu, and then select **[System Information]**. If the System Software field displays the version number of the update, the update was successful.



For details on the update feature of the PSP® system, contact SCEA Consumer Services at 1-800-345-7669 or visit <http://www.us.playstation.com/psp>

